The Vessel

HOMEBREW

Channel the Power of the Spirit Sealed Within your Soul with this New Class for the World's Greatest Roleplaying Game

The Vessel

A ragged young man fled down an alley in a vain attempt to lose the thugs that pursued him. As their shadows grew longer, he realized that he had no choice. As the ruffians pinned him against the wall, he called upon the sinister entity bound to his soul. When he finally regained his senses, the smell of sulfur was overwhelming. He fled from the alley, leaving the charred remains of the brigands behind; the latest victims of the dark presence he harbored within.

An austere elven woman stood on a dais at the center of a crowded temple. Members of church hierarchy and common folk alike had come to witness her holy transformation. She did not know why she was chosen, but within her soul was bound a fallen celestial, charged to perform one hundred and one good deeds in order to regain its status in the heavenly host. As the crowd gathered, she gave herself over to inner radiance.

The strange elderly halfling knew that he did not belong in the tower he called home. The tower's keeper, a reclusive old archmage, only kept him around as a reminder of what would happen to any who dared to cross him. At night, the halfling could hear crying inside of his head, the sounds of a former pupil who had attempted to betray the great archmage, now bound to the aging body and soul of the lowliest student.

All three people described above are Vessels, bearers of wondrous otherworldly power in the form of Spirits bound within their body and soul. With training, these adventurers can learn to wield a fraction of their Spirit's amazing power.

Otherworldly Power

Within every Vessel is bound an extraplanar being of strange and wondrous power. No matter their origin, these immortal Spirits cannot be killed by conventional means. Instead, they are often bound to mortal flesh, forced to dwell within a body on the material plane. While many such Spirits are bound to their Vessel against their will, some choose to dwell within a mortal, lending them power in causes that align with theirs.

No matter the reason, these otherworldly beings are the source of the power for the adventurers known as Vessels.

Mortal Vessel

A rare occurrence in most worlds, mortal Vessels will likely never meet another of their kind unless they seek them out. The binding of an otherworldly Spirit is a deadly task, and is almost always done by a higher power or legendary mortal.

Bearers of this extraplanar power can learn to channel the wondrous abilities of the Spirit inside them. Through their force of will, they can allow small amounts of this power out, channeling it to defend themselves, produce eldritch magic, enhance their physical abilities, and influence friend and foe.

However, the mark of a true Vessel is their ability to take on the appearance of the Spirit bound to their soul, known as an Archon Form. Through this wondrous transformation, they are able to directly wield the power of the Spirit within, and use its power to overcome obstacles and thwart foes.

Creating Your Vessel

When creating a Vessel, the most important thing to consider is how you came to be bound to the Spirit within you. Are you an Acolyte of a god, chosen to bear one of its angels that has fallen from grace? Are you a prophetic child of a cult, forced to bear the sinister power of their infernal lord? Or, are you descended from a bloodline of Vessels, each parent passing the Spirit on to their child when they have reached old age?

Secondly, consider the nature of your Sealed Spirit and its relationship to you. Does your Spirit communicate with you freely, hoping that your goals will align? Is your Spirit bound against its will and seeking your demise so it can once again be free? Or, is the nature of your Sealed Spirit a mystery that you have struck out into the world to uncover more about?

Multiclassing and the Vessel

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the Vessel class.

Ability Score Minimum. As a multiclass character, you must have at least a Constitution and Charisma score of 13 to take your first level as a Vessel, or to take a level in another class if you are a Vessel.

Proficiencies. If Vessel isn't your initial class, here are the proficiencies you gain when you take your first Vessel level: light armor and simple weapons

Spellcasting. If you have a feature from another class that allows you to learn and cast spells, you can use your Vessel Magic spell slots to cast the spells you gained through that feature, and you can use those spell slots to cast your Vessel spells.

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The Vessel

Level	PB	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Unsealed Aspects
1st	+2	Spirit Mantle, Unsealed Aspects	—	—	—	—	2
2nd	+2	Vessel Magic	2	2	2	1st	2
3rd	+2	Sealed Spirit, Archon Form	2	3	2	1st	2
4th	+2	Ability Score Improvement	3	3	2	1st	3
5th	+3	Extra Attack	3	4	2	2nd	3
6th	+3	Sealed Spirit Feature	3	4	2	2nd	4
7th	+3	Controlled Transformation	3	5	2	2nd	4
8th	+3	Ability Score Improvement	3	5	2	2nd	4
9th	+4	—	3	6	2	3rd	5
10th	+4	Twin Consciousness	4	6	2	3rd	5
11th	+4	Unchained Power	4	7	3	3rd	5
12th	+4	Ability Score Improvement	4	7	3	3rd	6
13th	+5	—	4	8	3	4th	6
14th	+5	Sealed Spirit Feature	4	8	3	4th	6
15th	+5	—	4	9	3	4th	7
16th	+5	Ability Score Improvement	4	9	3	4th	7
17th	+6	—	4	10	4	5th	7
18th	+6	Sealed Spirit Feature	4	10	4	5th	8
19th	+6	Ability Score Improvement	4	11	4	5th	8
20th	+6	Twin Soul	4	11	4	5th	8

Class Features

Hit Points

Hit Dice: 1d10 per Vessel level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Vessel level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, scimitars, and shortswords

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two of the following: Acrobatics, Athletics, Insight, Intimidation, Perception, Religion, and Survival

Equipment

As a Vessel, you start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a scimitar or *(b)* two daggers
- *(a)* a simple weapon or *(b)* a shortbow and 20 arrows
- *(a)* an explorer's pack or *(b)* a priest's pack
- leather armor and a quarterstaff

Quick Build

You can make a Vessel quickly by using these suggestions. First make Charisma your highest ability score, followed by your Constitution. Second, choose the Acolyte background. Finally, choose *Opalescent Armor* and *Spirit Sense* as your starting Unsealed Aspects.

Spirit Mantle

At 1st level, you can use a bonus action to cloak yourself with (or dismiss) your Spirit Mantle, an ethereal cloak of spiritual power that marks a dramatic change in your appearance.

While the Mantle is active, you gain the following features:

Iridescent Strikes

Whenever you make an unarmed strike you can cloak your attack in spiritual power. When you do so, you use Charisma, in place of Strength, for attack and damage rolls, its damage type changes to radiant, and its damage die becomes a d6.

The damage die of this strike increases at certain Vessel levels: 5th level (d8), 11th level (d10), and 17th level (d12).

Also, whenever you take the Attack action, you can make one unarmed Iridescent Strike as a bonus action.

Spiritual Defense

So long as you are not wearing armor or wielding a shield spiritual power wards you and your Armor Class equals 10 + your Constitution modifier + your Charisma modifier.

Your Sealed Spirit & You!

To some Vessels, the nature of their Sealed Spirit is a mystery, while others are aware of its true nature.

Though Vessels do not select their Sealed Spirit until 3rd level, if you know the nature of your Spirit, your Spirit Mantle should be described to reflect it.

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Unsealed Aspects

You have learned to channel Aspects of your Spirit's power. At 1st level, you gain two Unsealed Aspects of your choice from the list at the end of this class. If an Aspect has a prerequisite, like another Unsealed Aspect or a Vessel level, you must meet those prerequisites to unlock it.

At certain Vessel levels, you unlock additional Aspects, as shown in the Unsealed Aspects column of the Vessel table.

Finally, when you unlock a new Unsealed Aspect, you can replace one of your Unsealed Aspects with another Aspect of your choice. Though, you can't replace prerequisite Aspects.

Vessel Magic

Also at 2nd level, you learn to draw upon the immense power of the Sealed Spirit bound within your soul to produce spells:

Cantrips

You learn two Cantrips of your choice from the Vessel spell list, which can be found at the end of this class description.

You learn another Vessel Cantrip at 4th and 10th levels.

Spell Slots

The Vessel table above shows how many spell slots you have to cast your Vessel spells and the level of those spell slots. All of your spell slots are the same level. To cast a Vessel spell of 1st-level or higher, you must expend a spell slot. You regain all of your spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher

At 2nd level, you learn two 1st-level spells of your choice from the Vessel Spell List, which is found at the end of this class.

The Spells Known column of the Vessel table shows when you learn additional Vessel spells of 1st-level and up. Vessel spells you learn must all be of a level equal to, or lower than, your Slot Level, as shown on the Vessel table.

When you gain a Vessel level, you can replace one Vessel spell you know with a Vessel spell of your choice, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your Vessel spells, as you are using your willpower to draw on the magic of the Spirit within. You use your Charisma when a spell refers to your spellcasting ability, when setting a saving throw DC for a spell, and when making a spell attack roll.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

Your body is the spellcasting focus for your Vessel spells. You must have a free hand to cast a spell that requires a somatic or a material component, and you must still provide material components that are consumed by a spell or have a gold cost.

Sealed Spirit

You have unlocked the true power of the entity bound in your soul. At 3rd level, choose one of the following Sealed Spirits: The Ascended, The Cataclysm, The Cursed, The Fallen, The Formless, or The Trickster.

Your Sealed Spirit grants you features at 3rd level, and again when you reach 6th, 14th, and 18th level in this class.

Archon Form

Each Sealed Spirit includes a unique stat block for its Archon Form. Archons are vaguely ethereal, humanoid in shape, and share a resemblance to your Sealed Spirit's true nature.

Sealed Magic

Each Sealed Spirit has a list of Spirit Spells that you learn at the Vessel levels noted in your Spirit's description. Your Spirit Spells count as Vessel spells for you, but do not count against your total number of Spells Known. You cannot replace these Spirit Spells with another spell when you gain a level.

This also changes the effects of your Iridescent Strikes.

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Archon Form

Starting at 3rd level, you can use a bonus action to draw upon your Spirit's power to transform into its Archon Form, which uses the stat block in your Sealed Spirit's description. It may use your proficiency bonus (PB), Charisma modifier (CHA), and your Vessel Spell save DC in several places.

You can maintain your Archon Form for 10 minutes. You then revert to your normal form unless you expend a Vessel Magic spell slot to extend the transformation by 10 minutes. You also revert to your normal form if you are incapacitated, or use a bonus action on your turn to do so.

While in your Archon Form, the following rules apply:

- Your game statistics are replaced those in your Archon's stat block. You retain your alignment, personality, ability scores, and your hit points. You also retain all your skill and saving throw proficiencies, and gain those of your Archon. If your Archon Form has the same skill proficiency as you, use the higher bonus between the two.
- Your Archon Form gains the benefits of your Spirit Mantle. Some Archon Forms grant a bonus to your AC.
- When you transform, you gain temporary hit points equal to your twice your Vessel level. Any temporary hit points you gain in Archon Form are lost when you revert.
- You retain the benefits of any features from your class, player race, and any other source, and can use them if your Archon Form is capable of doing so, including casting spells with Vessel Magic.
- When you transform, you choose if your equipment falls to the ground, merges into your Archon Form, or is worn by it. Worn equipment functions as normal, but your DM can decide whether it is practical for your Archon to use it. Equipment that merges with your Archon has no effect until your transformation ends.

You can transform into your Archon Form once, and you regain the ability to transform again when you finish a short or long rest. If you have no uses left, you can expend a Vessel Magic spell slot to transform into your Archon Form again.

Ability Score Improvement

At 4th level, and again when you reach 8th, 12th, 16th, and 19th level, you can increase one of your ability scores by 2, or two different ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, if you use your action to cast a Vessel spell, you can make one Iridescent Strike as a bonus action on that turn.

Controlled Transformation

You have gained a measure of control over your Sealed Spirit. Starting at 7th level, you can transform into Archon Form two times between each short or long rest, and you only revert to your normal form early if you are reduced to 0 hit points, or if you use your bonus action to end the transformation.

Also, when you roll initiative and are not incapacitated or surprised, you can instantly transform into Archon Form.

Twin Consciousness

Starting at 10th level, your Sealed Spirit lends you its mental abilities. When you fail an Intelligence, Wisdom, or Charisma saving throw, or a saving throw to maintain concentration you can add your Charisma modifier (minimum of +1) to your roll, possibly turning your failure into a success.

You can do so a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses of this feature when you complete a long rest.

Unchained Power

You can unleash a greater amount of your Sealed Spirit's true power. Starting at 11th level, when you transform into Archon Form, you can cast one Vessel Spell you know as part of your transformation without expending a spell slot. The spell must have a casting time of one action, or one bonus action.

If you are this spell's only target and its duration is longer than instantaneous, it lasts as long as your transformation, and your concentration cannot be broken by taking damage.

Twin Soul

You and the Spirit bound to your soul merge and become an entirely new and distinct creature. Upon reaching 20th level, your Archon Form transformation lasts indefinitely and only ends if you are killed or if you use a bonus action to end it.

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Sealed Spirit

Choose the Sealed Spirit that best represents the entity that has been bound within you and is the source of your power:

The Ascended	The Fallen
The Cataclysm	The Formless
The Cursed	The Trickster

The Ascended

When mortals attain heights of arcane power that allow them to ascend beyond their physical forms, they make themselves vulnerable to being sealed away. Often, these great sorcerers and archmages are punished by the deities of magic, and are imprisoned where they can no longer violate arcane laws.

Ancient Knowledge

3rd-level Ascended Spirit feature

Your Spirit grants you its esoteric knowledge. Whenever you learn a spell, you can choose from the Vessel or Wizard spell list, and it becomes a Vessel spell for you. You can also cast the ritual version of any Vessel spell you know.

Ascended Archon

Medium Humanoid (Shapechanger)

Armor Class Bonus +0
Speed 30 ft., fly 10 ft. (hover)

Skills Arcana +PB, History +PB, Religion +PB
Damage Resistances damage from all spells
Languages Primordial, and any languages you know

Astral Step. Whenever the Archon casts a spell, it can teleport a number of feet equal to 10 times the spell level (minimum 10) to an unoccupied space it sees.

Arcane Blast. Once on its turn, the Archon forgo one attack to cause a burst of magic at a point it can see within 60 feet. Creatures within 5 feet must succeed on a Dexterity saving throw or take damage as if they had been hit by one of your Iridescent Strikes.

Ascended Magic

3rd-level Ascended Spirit feature

You learn certain spells at the Vessel levels noted in the table below. These spells don't count against your total number of Spells Known and cannot be switched upon gaining a level.

Your Iridescent Strikes can also deal the damage type of any Vessel spell you know, which you can choose on hit.

Vessel Level	Spells
3rd	*arcane lance* [LL], *shield* [LL]
5th	*hold person, invisibility*
9th	*counterspell* [LL], *minute meteors* *
13th	*arcane eye, resilient sphere*
17th	*legend lore, wall of force* [LL]

Potent Spellcasting

6th-level Ascended Spirit feature

The mage imprisoned within your soul empowers your spells. Whenever you deal damage with a Vessel spell, you add your Charisma modifier (minimum of +1) to one damage roll.

Ascended Arcanum

14th-level Ascended Spirit feature

You wrest even greater magics from the Ascended within you. You learn a single 5th-level Wizard spell of your choice, which you can cast once per long rest without spending a spell slot.

At 18th level, you learn a 6th-level Wizard spell that you can also cast once per long rest without expending a spell slot.

Archmage Reborn

18th-level Ascended Spirit feature

Your soul allows your Ascended Spirit to manifest itself once again. Your Archon Form gains the following benefits:

- You assume the appearance The Ascended had in life.
- The distance you can teleport with Astral Step is doubled.
- As a bonus action on each of your turns, you can teleport up to 30 feet to an unoccupied space you can see in range.
- The radius of your Arcane Blast becomes 15 feet.

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The Cataclysm

At the dawn of time, elemental forces ran wild. Elder beings of pure air, earth, fire, and water rampaged across the world, shaping it by their destruction. These primordial elementals and elder genies were banished from the material plane, but always seek to return. When they threaten the mortal realm, great forces bind these elder elemental Cataclysms to hosts.

Elemental Affinity

3rd-level Cataclysm Spirit feature

Within you is bound an elder elemental Spirit of great power. Choose the element from the list below that best represents that of your Spirit. This choice grants you Affinity with, and resistance to certain damage type, as shown on the table:

Air	Earth	Fire	Water
thunder	bludgeoning	fire	cold

Your Elemental Affinity also determines the statblock you use for your Archon Form, which are found on the next page.

Cataclysm Magic

3rd-level Cataclysm Spirit feature

You also learn certain spells at the Vessel levels below. They are Vessel spells for you, but they do not count against your number of Spells Known, and they cannot be replaced.

Spells on the first table are shared by Cataclysm Vessels of all Elemental Affinities. The second spell you gain at the Vessel levels listed below is determined by your Elemental Affinity, and are listed by Element on the tables below.

Finally, you can choose for your Iridescent Strikes to deal your Affinity damage type on hit, which is always magical.

Vessel Level	Spells
3rd	*absorb elements* *
5th	*elemental blade* [LL]
9th	*fly*
13th	*summon elemental* ** *(affinity type only)*
17th	*arcane hand*

Vessel Level	Air Spells	Earth Spells
3rd	*beckon air* [LL] *thunderwave*	*mold earth* [LL] *earth tremor* *
5th	*dust devil* *	*spike growth*
9th	*sonic wave* [LL]	*erupting earth* *
13th	*storm sphere* *	*accursed touch* [LL]
17th	*control winds* *	*wall of stone*

Vessel Level	Fire Spells	Water Spells
3rd	*control flame* [LL] *hellish rebuke*	*shape water* [LL] *torrent* [LL]
5th	*flaming sphere*	*misty step*
9th	*fireball*	*tidal wave* *
13th	*wall of fire*	*watery sphere* *
17th	*flame strike*	*maelstrom* *

Elder Power

6th-level Cataclysm Spirit feature

Your elemental Spirit infuses you with its ancient destructive powers. Whenever you deal Affinity damage, you can treat a roll of 1 or 2 on any of the damage dice you roll as a 3.

You are also immune to any Affinity damage dealt by your Vessel spells while your Spirit Mantle is active. The Archon's Elder Elemental feature does not bypass this immunity.

Elemental Eruption

14th-level Cataclysm Spirit feature

As an action, you can cause a 15-foot diameter, 60-foot high, pillar of raw elemental power to erupt from a point you can see within 30 feet, forcing creatures in that area to make a Dexterity saving throw. They take 8d6 Affinity damage on a failure, and half as much on a successful save.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.

Cataclysm Reborn

18th-level Cataclysm Spirit feature

You wield the full power of your primordial Cataclysm. When you are in your Archon Form you gain the following benefits:

- You assume the true appearance of your Cataclysm.
- The weather in a 1-mile radius surrounding you subtly changes to reflect your primordial elemental influence.
- You can use your Elemental Eruption action at will.

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Air Archon

Medium Elemental (Shapechanger)

Armor Class Bonus +0
Speed 20 ft., fly 30 ft. (hover)

Skills Acrobatics +PB, Stealth +PB
Damage Resistances thunder, lighting
Languages Auran, and any languages you know

Bluster. Whenever the Archon deals thunder damage to a creature with an Iridescent Strike, it can knock it back 10 feet in a straight line. This distance is halved for each size the target is above the Archon.

Elder Elemental. Whenever the Archon deals lighting or thunder damage, it ignores resistance, and treats immunity to those damage types as resistance.

Gaseous. The Archon can move through any space as narrow as 1 inch wide without squeezing, and it does not provoke opportunity attacks while it is flying.

Fire Archon

Medium Elemental (Shapechanger)

Armor Class Bonus +0
Speed 40 ft.

Skills Acrobatics +PB, Intimidation +PB
Damage Resistances fire, radiant
Languages Ignan, and any languages you know

Elder Elemental. When the Archon deals fire or radiant damage, it ignores resistance, and treats immunity to those damage types as resistance.

Ignite. Whenever the Archon deals fire damage to a creature with an Iridescent Strike, it can ignite it if it is flammable. Ignited targets take CHA fire damage at the end of each of their turns until they drop prone or a creature uses its action to extinguish the flames.

Illumination. The Archon sheds bright light out to a 30-foot radius and dim light 30 feet beyond that.

Earth Archon

Medium Elemental (Shapechanger)

Armor Class Bonus +3
Speed 30 ft., climb 30 ft., burrow 10 ft.

Skills Athletics +PB, Intimidation +PB
Damage Resistances bludgeoning, piercing, slashing
Senses Tremmorsense 10 ft.
Languages Terran, and any languages you know

Elder Elemental. When the Archon deals bludgeoning damage, it ignores resistance, and treats immunity to bludgeoning damage as resistance.

Rock Solid. Whenever the Archon deals bludgeoning damage to a creature with an Iridescent Strike, it can halve its speed until the start of your next turn. It can impose this effect on each creature once per turn.

Siege Monster. When the Archon deals bludgeoning damage to a non-magical object or structure, it deals the maximum possible damage instead of rolling.

Water Archon

Medium Elemental (Shapechanger)

Armor Class Bonus +0
Speed 30 ft., swim 50 ft.

Skills Acrobatics +PB, Stealth +PB
Damage Resistances acid, cold
Senses darkvision 120 ft.
Languages Aquan, and any languages you know

Aqueous. The Archon can breathe normally in both air and water, and it can move through spaces as narrow as 1 inch wide without squeezing.

Elder Elemental. When the Archon deals bludgeoning or cold damage, it ignores resistance, and it treats immunity to those damage types as resistance.

Flowing Resilience . When the Archon takes damage it can use a reaction to reduce it by CHA and move up to 15 feet without provoking opportunity attacks. It cannot use this reaction on force or psychic damage.

The Cursed

Condemned by the heavens for transgressions at the dawn of time, Cursed Spirits were wielders of overwhelming sinister power. Counted among these Spirits are demons, devils, and other vile spirits of the lower planes. Cursed pose a threat to the multiverse, and are sealed to prevent untold calamity.

Malignant Aura

3rd-level Cursed Spirit feature

The aura of the Cursed Spirit sealed within your soul bleeds into your personality. You gain the *Striking Presence* Aspect. It does not count against your number of Unsealed Aspects and it cannot be replaced with another Aspect.

If you already have the *Striking Presence* Aspect, you gain another Unsealed Aspect of your choice.

Cursed Magic

3rd-level Cursed Spirit feature

You learn certain spells at the Vessel levels noted in the table below. These spells don't count against your total number of Spells Known and cannot be switched upon gaining a level.

Your Iridescent Strikes can also deal fire damage on hit.

Vessel Level	Spells
3rd	*cause fear*, hellish rebuke*
5th	*flame whip* [LL], *scorching ray*
9th	*fireball, vampiric touch*
13th	*dominate beast, wall of fire*
17th	*destructive wave, insect plague*

Hellfire

6th-level Cursed Spirit feature

You can access the true power of the dark Spirit imprisoned within, conjuring cursed infernal flames. Whenever you deal fire damage to a target, you ignore resistance to fire damage and treat immunity to fire as resistance.

Also, if you deal fire damage to a creature it cannot regain hit points until the start of your next turn.

Cursed Archon

Medium Fiend (Shapechanger)

Armor Class Bonus +1
Speed 40 ft., climb 40 ft.

Skills Athletics +PB, Stealth +PB
Damage Resistances fire, poison
Senses darkvision 120 ft.
Languages Infernal, and any languages you know

Frenzy. When the Archon takes the Attack action, it can choose enter a Frenzy which lasts until the start of your next turn. For the duration, all of its attacks, and all attacks against the Archon have advantage.

Infernal Drain. Once per turn when the Archon deals fire damage with an Iridescent Strike, its temporary hit points increase by CHA. Your total temporary hit points cannot exceed twice your Vessel level.

Dark Sacrifice

14th-level Cursed Spirit feature

You can sacrifice your vitality to your Spirit in return for its power. As a bonus action, you can reduce both your current and maximum hit points by 10 to regain one of your Vessel Magic slots. This reduction cannot be lessened in any way.

At the end of your next long rest any reduction to your hit point maximum from this feature returns to normal.

Lord of Darkness

18th-level Cursed Spirit feature

Your power allows your Spirit to walk in the material world once again. Your Archon Form gains the following benefits:

- You assume the true appearance of your Cursed Spirit.
- You are immune to the charmed, frightened, and poisoned conditions, and to both poison and fire damage.
- When you take the Attack action on your turn you can make one bonus Iridescent Strike as part of your action.
- Once per turn when you deal fire damage to a creature with an Iridescent Strike you can cause it to be frightened of you until the beginning of your next turn.

The Fallen

Not all denizens of the upper planes serve the will of the gods that created them. Those who stray too far from the ordained purpose invoke divine wrath. These wayward celestial beings are branded as Fallen Spirits and hurled from the heavens to be imprisoned in mortals to atone for their sins. Some swear revenge upon the heavens while others seek reconciliation.

Celestial Warrior

3rd-level Fallen Spirit feature

Your Spirit imbues you with the martial skill of the heavenly hosts. You gain proficiency with all martial weapons.

If you make a weapon attack while your Spirit Mantle is active, you can make it an Iridescent Strike, using Charisma for the attack and damage roll and dealing radiant damage.

Finally, you gain proficiency in Insight, and if you make a Wisdom (Insight) check while your Spirit Mantle is active you add your Charisma modifier (minimum of +1) to your roll.

Fallen Archon

Medium Celestial (Shapechanger)

Armor Class Bonus +2
Speed 30 ft.

Skills Intimidation +PB, Religion +PB
Damage Resistances necrotic, radiant
Senses darkvision 120 ft.
Languages Celestial, and any languages you know

Celestial Ward. As a bonus action, the Archon grants one target it can see within 30 feet CHA temporary hit points. It cannot target itself with this feature.

Divine Challenge. If the Archon deals radiant damage to a creature with a melee weapon, that creature has disadvantage on attack rolls against targets other than the Archon until the start of your next turn.

Fallen Magic

3rd-level Fallen Spirit feature

You learn certain spells at the Vessel levels noted in the table below. These spells don't count against your total number of Spells Known and cannot be switched upon gaining a level:

Vessel Level	Spells
3rd	*ethereal anchor* [LL], *guiding bolt*
5th	*branding smite* [LL], *spiritual weapon*
9th	*revivify*, *spirit shroud* **
13th	*banishment*, *guardian of faith*
17th	*flame strike*, *summon celestial* **

Holy Zeal

6th-level Fallen Spirit feature

Divine power infuses your weapons with a desire for justice. When you use a melee weapon to make an Iridescent Strike it gains the Thrown (30/90) property, and after you make a ranged attack with it, it instantly returns to your hand.

Also, your attacks against any creature marked by Divine Challenge score a critical hit on a roll of 19-20 on the d20. This increases at 14th level (18-20) and 18th level (17-20).

Celestial Wings

14th-level Fallen Spirit feature

Your zeal has regained some of your Spirit's lost power. Your Archon Form gains a flying speed equal to its walking speed.

Divine Avenger

18th-level Fallen Spirit feature

You can fully channel the divinity of the Spirit bound to your mortal flesh. Your Archon Form gains the following benefits:

- You assume the true appearance of your Fallen Spirit.
- When you miss a target with a weapon attack, the next attack you make against that creature has advantage.
- Whenever you score a critical hit against a creature, it is blinded, deafened, and cannot speak for 1 minute. At the end of each of its turns, it can make a Constitution saving throw, ending one condition on each successful save.

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The Formless

Before the world was shaped, horrible things slithered about the darkness. Formless monsters with only one desire, to consume. These shapeless entities of hunger are known as Formless, and even now, they gnaw the roots of the world, trapped below the material plane.

Amorphous Shape

3rd-level Formless Spirit feature

The oozing Spirit bound to your soul allows you to reshape yourself in unnatural ways. You can move through gaps as narrow as 1-inch without having to squeeze. However, this ability has no effect on anything you are wearing or carrying.

You also gain the *Ethereal Tendril* Aspect. It does not count against your number of Unsealed Aspects and it cannot be replaced with another Unsealed Aspect.

If you already know *Ethereal Tendril*, you gain another Unsealed Aspect of your choice.

Formless Magic

3rd-level Formless Spirit feature

You learn certain spells at the Vessel levels noted in the table below. The spells don't count against your total number of Spells Known and cannot be switched upon gaining a level.

Your Iridescent Strikes can also deal acid damage.

Vessel Level	Spells
3rd	*caustic brew* **, *entangle*
5th	*hold person*, *web*
9th	*life transference* *, *slow*
13th	*grasping vine*, *vitriolic sphere* *
17th	*contagion*, *hold monster*

Formless Archon

Medium Ooze (Shapechanger)

Armor Class Bonus +1
Speed 30 ft., climb 30 ft.

Skills Deception +PB, Stealth +PB
Damage Resistances acid, cold
Senses blindsight 60 ft. (blind beyond this radius)
Languages Primordial, and any languages you know

Pseudopod. The Archon has a number of additional pseudopods equal to your CHA. These pseudopods can only be used for unarmed Iridescent Strikes, and have a reach of 10 feet. Creatures can attack these pseudopod limbs to damage the Archon directly.

Sticky Slime. When the Archon hits a creature equal to its size or smaller with a melee Iridescent Strike, the target must succeed on a Dexterity saving throw or be grappled. As an action, a grappled creature can make a Strength saving throw, escaping on a success.

Drain Vitality

6th-level Formless Spirit feature

While in Archon Form, you can use a bonus action to force any creatures under the effect of a Formless Magic spell or grappled by you to make a Constitution saving throw. On a failed save, they take 2d8 acid damage and your temporary hit points increase by half the total acid damage dealt. Your temporary hit points cannot exceed twice your level.

This acid damage increases at certain Vessel levels: at 9th (3d8), 13th (4d8), 17th (5d8), and 20th level (6d8).

Consume Strike

14th-level Formless Spirit feature

Your Spirit hungers for the power of others. Whenever your Archon Form is hit by an attack, you can use your reaction to temporarily consume the memory of that attack.

The first Iridescent Strike you make before the end of your next turn morphs into a gelatinous mockery of the attack you consumed. On hit, it applies the damage and effects from the attack you consumed instead of a normal Iridescent Strike.

Primordial Hunger

18th-level Formless Spirit feature

You and the Formless Spirit bound to you have become one hunger. Your Archon Form gains the following benefits:

- You assume the true appearance of your Formless Spirit.
- You gain immunity to acid damage, and whenever you deal acid damage, you ignore resistance to acid damage and you treat immunity to acid damage as resistance.
- As an action on your turn, you can make one Iridescent Strike with each one of your Archon's Pseudopods.

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The Trickster

The beings of the Feywild are known for their whimsical and ephemeral ways, often unpredictable to mortals. Most of the faerie are content to follow these self-imposed rules and only interfere with mortals when they are approached. However, the Fey known as Tricksters cannot help but spread discord and need to be sealed away to limit the chaos they spread.

Seeds of Chaos

3rd-level Trickster Spirit feature

You can change your appearance to better sow chaos. When your Spirit Mantle is active, you can cast *disguise self* at will, without spending a spell slot, and you can unerringly mimic any sounds or voices you have heard before.

Trickster Magic

3rd-level Trickster Spirit feature

You learn certain spells at the Vessel levels noted in the table below. These spells don't count against your total number of Spells Known and cannot be switched upon gaining a level.

Your Iridescent Strikes can also deal psychic damage.

Vessel Level	Spells
3rd	*charm person, disguise self*
5th	*invisibility, misty step*
9th	*hypnotic pattern* [LL], *summon fey* **
13th	*charm monster* *, *dimension door*
17th	*dream, mislead*

Illusory Strikes

6th-level Trickster Spirit feature

Your Spirit projects potent illusions to attack your enemies. Whenever you would make an Iridescent Strike during your turn, you can forgo that attack to conjure one illusory copy of yourself in an unoccupied space you can see within 30 feet of you. This illusory copy of you makes one Iridescent Strike against a target within range and disappears.

Fey Retribution

14th-level Trickster Spirit feature

The power of the Trickster can reflect magic back on your foes. If you succeed on a saving throw against a spell, you can use your reaction to force the caster to make a Wisdom saving throw. On a failure, it suffers the effects of either *charm person* or *charm monster*.

Once a creature is charmed by you in this way, it can't be charmed by this feature again until the next dawn.

Trickster Archon

Medium Fey (Shapechanger)

Armor Class Bonus +0
Speed 30 ft.

Skills Deception +PB, Stealth +PB
Condition Immunities charmed, frightened
Senses darkvision 60 ft.
Languages Sylvan, and any languages you know

Stolen Memory. Once per turn when the Archon deals psychic damage with an Iridescent Strike, it can force the target to make an Intelligence saving throw. On a failure, it cannot see, hear, smell, sense, or target the Archon in any way until the start of your next turn.

Juxtapose. As a bonus action, the Archon can force a creature it can see within 60 feet to make a Charisma saving throw. On a failure, it instantly switches places with the Archon. A creature can willingly fail the save.

Lord of Mischief

18th-level Trickster Spirit feature

You can channel the whimsical and terrifying power of The Trickster. Your Archon Form gains the following benefits:

- You assume the true appearance of your Trickster Spirit.
- When you use Illusory Strikes the range becomes 60 feet.
- Once per turn when you use Illusory Strikes you can create two illusory copies of yourself within range.
- When you hit a creature with an Iridescent Strike it has disadvantage on its next Wisdom saving throw.

Vessel Spell List

Below are the spells available to a Vessel. They are organized by spell level and are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

Spells marked with *LL* are found in the laserllama Spell Compendium, which includes both new and alternate spells.

Cantrips (0-Level)

chill touch
create bonfire *
dancing lights
friends LL
frostbite *
glitterbeam LL
infestation *
lightning lure LL
mage hand
message
minor illusion
otherworldly grasp LL
thaumaturgy
thunderclap

1st-Level

absorb elements *
armor of agathys
arms of hadar
bane
cause fear *
charm person
command
dissonant whispers
ensnaring strike LL
ethereal anchor LL
faerie fire
feather fall
hellish rebuke
inflict wounds
jump LL
longstrider
protection from evil & good
sanctuary
sleep
thunderwave
witch bolt LL

2nd-Level

alter self
augury
blindness/deafness
blur
darkness
darkvision
detect thoughts
enhance ability
enlarge/reduce
enthrall
flame whip LL
hold person
invisibility
magic aura
mind spike *

2nd-Level (Cont.)

mind whip **
misty step
see invisibility
shadow blade *
silence
spider climb
suggestion

3rd-Level

bestow curse
clairvoyance
dire wail LL
dispel magic
fear
fly
gaseous form
haste
hunger of hadar LL
life transference *
nondetection
protection from energy
slow
spectral passage LL
spirit shroud **
thunder step *
vampiric touch

4th-Level

banishment
eldrtich tentacles LL
blight
charm monster *
death ward
dimension door
fire shield
freedom of movement
greater invisibility
phantasmal killer
polymorph LL
shadow of moil *
sickening radiance *

5th-Level

arcane hand
circle of power
cloudkill
contact other plane
destructive wave
dispel evil & good
enervation *
far step *
hold monster
spiritual sundering LL
wall of light *

Unsealed Aspects

Below is the list of Unsealed Aspects available to Vessels. If an Unsealed Aspect has a prerequisite, like a specific Vessel level or another Aspect, you can learn that Aspect at the same time that you meet any prerequisites it may have.

Ethereal Tendril

As a bonus action, you can manifest (or dismiss) an Ethereal Tendril from any point on your body. It has a reach of 10 feet and its Strength score is equal to your Charisma score. You can only have one Ethereal Tendril manifested at a time, and this Tendril can be attacked as part of you. While your Spirit Mantle is active, your Etheral Tendril's reach is doubled.

The Ethereal Tendril cannot use fine tools, weapons, or shields, but it can be used to manipulate simple objects. Your Tendril can also make Iridescent Strikes, shove, and grapple.

Iridescent Shield

You can conjure raw spiritual power to deflect attacks. When a creature you can see hits you, or a target you can see within 5 feet of you with an attack, you can use your reaction to add your Charisma modifier (minimum of +1) to its Armor Class against that attack, possibly turning a hit into a miss.

Opalescent Armor

You draw on your Spirit's fortitude to protect you. While your Spirit Mantle is active you can use your bonus action to gain resistance to all bludgeoning, piercing, and slashing damage from non-magical attacks until the start of your next turn.

Attacks with silvered weapons also bypass this resistance.

Shimmering Lance

You learn to project your spiritual power across far distances. Any time you make an Iridescent Strike, you can choose for it to become a ranged spell attack with a range of (30/90).

Spirit Sense

The Spirit bound to you allows you to sense similar beings. When you see a Celestial, Elemental, Fey, or Fiend with a CR equal to your Vessel level or lower, you learn its creature type, its spellcasting ability, and the level of its highest spell.

Also, while your Spirit Mantle is active, you can see magic as if by *detect magic*, but you must concentrate on this effect.

Striking Presence

Your bearing is enhanced by your Spirit. You gain proficiency in Deception, Intimidation, or Persuasion. While your Spirit Mantle is on, you have advantage on Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks.

Uncanny Strength

The spiritual power you harbor within your body grants you inordinate bodily strength. You gain proficiency in Athletics.

While your Spirit Mantle is active, you add your Charisma modifier (minimum of +1) to all Strength (Athletics) checks.

Vexing Strike

The overwhelming spiritual magnetism of your Spirit draws in your foes. When you hit a creature with a melee Iridescent Strike, it has disadvantage on all attack rolls against targets other than you until the beginning of your next turn.

This feature has no effect on creatures that are immune to the charmed condition.

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Dire Stature

Prerequisites: 6th-level Vessel

You can tap into the primordial stature of your Spirit. When you transform into Archon Form, you can choose for this new Form to grow by one size category, so long as there is room for you to do so. For example, your Archon Form may grow from Medium to Large.

For each size category the Archon grows above Medium, the reach of its melee attacks grows by 5 feet, its melee attacks deal a bonus 1d4 damage on hit, and its Armor Class Bonus increases by 1.

Ethereal Grasp

Prerequisite: 6th-level Vessel, Uncanny Strength

You can seize the spirits of your foes with your own enhanced spiritual power. Whenever you grapple a target while your Spirit Mantle is active, it must make a Charisma (Acrobatics) or a Charisma (Athletics) check to escape from your grapple.

Evoke Spirit

Prerequisite: 6th-level Vessel

You can release a minor form of the Spirit sealed within you. You learn the *find familiar* spell, it counts as a Vessel spell for you, you can cast it as a ritual without providing the material component, and it doesn't count against your Spells Known.

When you cast *find familiar*, it resembles a tiny version of your Sealed Spirit, shares the creature type of your Archon, can attack on its turn, and uses the Spirit Familiar stat block.

Minor Magick

Prerequisite: 6th-level Vessel

You gain greater control over the power of your Spirit. Once per long rest, you can cast one of your Spirit Magic spells at its lowest level, without expending a Vessel Magic slot.

You can gain this Aspect more than once, but it cannot be used to cast the same Sealed Magic spell more than once.

Otherworldly Maw

Prerequisite: 6th-level Vessel

The hunger of your Spirit also fuels your life force. Once per turn while you are in Archon Form, you can forgo one of your attacks to instead force a creature within your reach to make a Charisma saving throw. On a failure, it takes 2d6 necrotic damage and your current temporary hit points increase by half the necrotic damage dealt.

Your temporary hit points cannot exceed twice your level.

Piercing Gaze

Prerequisite: 6th-level Vessel, Spirit Sense

Your sight has been enhanced further by the power of your Sealed Spirit. You gain proficiency in Perception, and when you make a Wisdom (Perception) check you gain a bonus to your roll equal to your Charisma modifier (minimum of +1).

Also, if your Spirit Mantle is active can also see through magical dim light and darkness, and you can instantly detect the presence of illusion magic and other shapeshifters.

Vengeful Strike

Prerequisite: 6th-level Vessel, Iridescent Shield

Your Spirit calls for vengeance. Whenever you use *Iridescent Shield* and the attack misses, you can make one Iridescent Strike against the attacker as part of the same reaction.

Spirit Familiar

Tiny Creature (type of your Archon Form)

Armor Class 8 + CHA
Hit Points 5 + your Vessel level
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	7 (-2)	8 (-1)	10 (+0)	16 (+3)

Senses darkvision 60 ft., passive Perception 10
Languages any spoken by your Archon Form

Hit Dice. The Spirit Familiar has a number of d4 Hit Dice equal to your Vessel level. It also gains all the normal benefits of both short and long rests.

Magic Resistance. The Spirit Familiar has advantage on saving throws against spells and magical effects.

Vessel Bond. You add your PB to any ability checks or saving throws that your Spirit Familiar makes.

Actions

Invisibility. The Familiar magically turns invisible until it attacks or forces a target to make an ability check or saving throw. Equipment it is wearing or carrying turns invisible with it. The Familiar must concentrate on this effect as if it were concentrating on a spell.

Spirit Strike. *Melee Spell Attack:* Your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 damage of the same type as your Iridescent Strike.

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Dazzling Lance

Prerequisite: 12th-level Vessel, Shimmering Lance

You can project immense power. When you turn an Iridescent Strike into a ranged spell attack its range becomes (100/300), it ignores half-cover, and treats three-quarters cover as half.

In addition, when you hit with a ranged Iridescent Strike, you can expend a Vessel Magic spell slot to create a spiritual eruption. Creatures within 30 feet of your target must make a Dexterity saving throw. They take 6d8 damage of the type of your Iridescent Strike on a failure, and half on a success.

As you gain Vessel levels the damage of this eruption on impact increases: at 13th level (7d8) and 17th level (8d8)

Perilous Visage

Prerequisite: 12th-level Vessel

You reveal a fraction of your Spirit's true power, horrifying all who behold you. When you transform into Archon Form, you can force creatures of your choice that can see you within 60 feet to make a Wisdom saving throw. On a failure, creatures are frightened of you for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. If the creature is still able to see you it has disadvantage on its saving throw.

Primeval Thirst

Prerequisite: 12th-level Vessel, Otherworldly Maw

The ancient Spirit within you can absorb spells to restore its power. When your Archon sees a creature within 30 feet cast a spell, it can use its reaction to force the spellcaster to make a saving throw with its Spellcasting ability. On a failed save, its spell fails. If the failed spell was a level equal to or higher than your Slot Level, you regain one expended spell slot.

You can use this reaction a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Sundering Strike

Prerequisite: 12th-level Vessel

Your strikes assault both body and spirit. Whenever you hit a creature with an Iridescent Strike, you can force it to make a Charisma saving throw. On a failure, it cannot concentrate on or cast spells until the start of your next turn. You can only force a creature to make this saving throw once per turn.

Twilight Steps

Prerequisites: 12th-level Vessel

You can draw on your Spirit's power to phase your physical body into the spirit world. You learn the *spectral passage* [LL] spell, but it does not count against your Spells Known.

As a bonus action, you can cast *spectral passage* without expending a spell slot. However, when you do so, it only lasts until the end of your turn, but does not require concentration.

Aether Wings

Prerequisites: 18th-level Vessel

You can manifest spectral wings. While your Spirit Mantle is active you gain a 60-foot flying speed and can hover.

Colossal Archon

Prerequisites: 18th-level Vessel, Dire Stature

The appearance of your Archon Form inspires legends and myths. When you use *Dire Stature*, you can grow to become Huge in size if there is room for you to do so. You gain all the benefits of *Dire Stature* for your increased size.

Lord of Spirits

Prerequisite: 18th-level Vessel

You can channel the elder authority of your Sealed Spirit to compel powerful entities into your service. As an action, you can conjure one creature of your choice of the same creature type as your Archon Form with a CR of 6 or lower.

This creature appears in an unoccupied space you choose within 30 feet, and remains for 1 hour or until it is destroyed.

It obeys your commands completely and will not harm you or your allies. In combat is shares your turn, and will do all it can to obey your commands that don't violate its nature.

Once you use this feature you must finish a long rest before you can call another such creature to your aid.

Primordial Bulwark

Prerequisites: 18th-level Vessel, Opalescent Armor

You draw out the true primordial fortitude of the Spirit bound within you. Your Archon Form gains resistance to all damage except for force, psychic, and radiant damage.

As a bonus action, you can harden your Archon Form, and until the start of your next turn, whenever you take damage you reduce it by your Charisma modifier (minimum of 1).

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The Vessel

Channel the power of the spirit sealed within your soul with this new class for 5e! Channel the ancient and overwhelming power of six Sealed Spirits and their Unsealed Aspects:

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